

# Pursuer's Greatshield


## In-Game Description

*Greatshield of the Pursuer.*  
*For those who can handle the weight of this shield, it offers resistance to curses.*

*The Pursuer hunts down those branded by the curse, as if each Undead soul that he claims will atone one of his sins.*

## Availability

Trade Soul of the Pursuer and 1,500 souls with Straid of Olaphis.

## Notes

Although a greatshield when equipped its size is more like a normal shield.

## General Information

Name	Damag e	Counte r Streng th	Poise Damag e	Durabil ity	Weight	Stats Neede d Stat Bonuse s	Aux Effects Aux Effects Reduct ion	Damag e Reduct ion	Stabilit y	Enchan table
	104/0/0 /0/0  (Strike)	120	35	80	16	38/-/-/  -/-/-/-/-	-/  65/65/6 5/65	100/50/ 80/40/6 0	70	Yes/No

# Upgrades

FoldUnfold Upgrades Basic Magic Fire Lightning Dark Poison Bleed

## Basic

Boss upgrade path.  
Requires Petrified Dragon Bone.

Name	Damage	Stat Bonuses	Damage Reduction	Aux Effect Reduction	Stability	Materials Cost	Souls Cost
Pursuer's Greatshield +0	104/0/0/0/0	-/-/-/-	100/50/80/40/60	65/65/65/65	70	-	-
Pursuer's Greatshield +1	135/0/0/0/0	-/-/-/-	100/51.2/80.5/41.5/61	65.8/65.8/65.8/65.8	71	1x Petrified Dragon Bone	1,590
Pursuer's Greatshield +2	166/0/0/0/0	-/-/-/-	100/52.5/81/43/62	66.7/66.7/66.7/66.7	72	2x Petrified Dragon Bone	1,990
Pursuer's Greatshield +3	197/0/0/0/0	-/-/-/-	100/53.7/81.5/44.5/63	67.6/67.6/67.6/67.6	73	3x Petrified Dragon Bone	2,390
Pursuer's Greatshield +4	228/0/0/0/0	-/-/-/-	100/55/82/46/64	68.5/68.5/68.5/68.5	74	4x Petrified Dragon Bone	3,180
Pursuer's Greatshield +5	260/0/0/0/0	-/-/-/-	100/56.2/82.5/47.5/65	69.3/69.3/69.3/69.3	75	5x Petrified Dragon Bone	3,580

## Infusions

### Magic

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.  
Adds/Increases: Base magic damage, INT stat bonus, magic damage reduction.  
Requires:

- Faintstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Magic Pursuer's Greatshield +0	65/80/0/0/0	0/0	-/-/-/-/-	97.7/68.3/77.7/37.7/57.7	62.7/62.7/62.7/62.7
Magic Pursuer's Greatshield +1	85/104/0/0/0	0/0	-/-/-/-/-	97.7/69.1/78.2/39.2/58.7	63.6/63.6/63.6/63.6
Magic Pursuer's Greatshield +2	104/128/0/0/0	0/0	-/-/-/-/-	97.8/69.9/78.8/40.8/59.8	64.5/64.5/64.5/64.5
Magic Pursuer's Greatshield +3	124/152/0/0/0	0/0	-/-/-/-/-	97.8/70.7/79.3/42.3/60.8	65.5/65.5/65.5/65.5
Magic Pursuer's Greatshield +4	144/176/0/0/0	0/0	-/-/-/-/-	97.9/71.5/79.9/43.9/61.9	66.4/66.4/66.4/66.4
Magic Pursuer's Greatshield +5	163/200/0/0/0	0/0	-/-/-/-/-	97.9/72.2/80.4/45.4/62.9	67.3/67.3/67.3/67.3

# Fire

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base fire damage, INT and FTH stat bonus, fire damage reduction.

Requires:

- Firedrake Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Fire Pursuer's Greatshield +0	65/0/80/0/0	0/0	-/-/-/-/-	97.7/47.7/98.3/37.7/57.7	62.7/62.7/62.7/62.7
Fire Pursuer's Greatshield +1	85/0/104/0/0	0/0	-/-/-/-/-	97.7/49/98.3/39.2/58.7	63.6/63.6/63.6/63.6
Fire Pursuer's Greatshield +2	104/0/128/0/0	0/0	-/-/-/-/-	97.8/50.3/98.4/40.8/59.8	64.5/64.5/64.5/64.5
Fire Pursuer's Greatshield +3	124/0/152/0/0	0/0	-/-/-/-/-	97.8/51.6/98.4/42.3/60.8	65.5/65.5/65.5/65.5
Fire Pursuer's Greatshield +4	144/0/176/0/0	0/0	-/-/-/-/-	97.9/52.9/98.5/43.9/61.9	66.4/66.4/66.4/66.4
Fire Pursuer's Greatshield +5	163/0/200/0/0	0/0	-/-/-/-/-	97.9/54.2/98.5/45.4/62.9	67.3/67.3/67.3/67.3

# Lightning

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base lightning damage, FTH stat bonus, lightning damage reduction.

Requires:

- Boltstone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Lightning Pursuer's Greatshield +0	65/0/0/80/0	0/0	-/-/-/-/-	97.7/47.7/77.7/58.3/57.7	62.7/62.7/62.7/62.7
Lightning Pursuer's Greatshield +1	85/0/0/104/0	0/0	-/-/-/-/-	97.7/49/78.2/59.3/58.7	63.6/63.6/63.6/63.6
Lightning Pursuer's Greatshield +2	104/0/0/128/0	0/0	-/-/-/-/-	97.8/50.3/78.8/60.4/59.8	64.5/64.5/64.5/64.5
Lightning Pursuer's Greatshield +3	124/0/0/152/0	0/0	-/-/-/-/-	97.8/51.6/79.3/61.4/60.8	65.5/65.5/65.5/65.5
Lightning Pursuer's Greatshield +4	144/0/0/176/0	0/0	-/-/-/-/-	97.9/52.9/79.9/62.5/61.9	66.4/66.4/66.4/66.4
Lightning Pursuer's Greatshield +5	163/0/0/200/0	0/0	-/-/-/-/-	97.9/54.2/80.4/63.5/62.9	67.3/67.3/67.3/67.3

## Dark

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base dark damage, INT and FTH stat bonus, dark damage reduction.

Requires:

- Darknight Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Dark Pursuer's Greatshield +0	65/0/0/0/80	0/0	-/-/-/-/-	97.7/47.7/77.7/37.7/78.3	62.7/62.7/62.7/62.7
Dark Pursuer's Greatshield +1	85/0/0/0/104	0/0	-/-/-/-/-	97.7/49/78.2/39.2/78.8	63.6/63.6/63.6/63.6

Dark Pursuer's Greatshield +2	104/0/0/0/128	0/0	-/-/-/-/-	97.8/50.3/78.8/40.8/79.4	64.5/64.5/64.5/64.5
Dark Pursuer's Greatshield +3	124/0/0/0/152	0/0	-/-/-/-/-	97.8/51.6/79.3/42.3/79.9	65.5/65.5/65.5/65.5
Dark Pursuer's Greatshield +4	144/0/0/0/176	0/0	-/-/-/-/-	97.9/52.9/79.9/43.9/80.5	66.4/66.4/66.4/66.4
Dark Pursuer's Greatshield +5	163/0/0/0/200	0/0	-/-/-/-/-	97.9/54.2/80.4/45.4/81	67.3/67.3/67.3/67.3

## Poison

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base poison damage, poison damage reduction.

Requires:

- Poison Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Poison Pursuer's Greatshield +0	65/0/0/0/0	16/0	-/-/-/-/-	97.7/47.7/77.7/37.7/57.7	83.3/62.7/62.7/62.7
Poison Pursuer's Greatshield +1	85/0/0/0/0	20/0	-/-/-/-/-	97.7/49/78.2/39.2/58.7	83.7/63.6/63.6/63.6
Poison Pursuer's Greatshield +2	104/0/0/0/0	25/0	-/-/-/-/-	97.8/50.3/78.8/40.8/59.8	84.1/64.5/64.5/64.5
Poison Pursuer's Greatshield +3	124/0/0/0/0	30/0	-/-/-/-/-	97.8/51.6/79.3/42.3/60.8	84.5/65.5/65.5/65.5
Poison Pursuer's Greatshield +4	144/0/0/0/0	35/0	-/-/-/-/-	97.9/52.9/79.9/43.9/61.9	85/66.4/66.4/66.4
Poison Pursuer's Greatshield +5	163/0/0/0/0	40/0	-/-/-/-/-	97.9/54.2/80.4/45.4/62.9	85.4/67.3/67.3/67.3

## Bleed

Reduces: Base damage, STR and DEX stat bonuses, damage and aux effects reduction.

Adds/Increases: Base bleed damage, bleed damage reduction.

Requires:

- Bleed Stone
- 2,000 souls

Name	Damage	Aux Effects	Stat Bonuses	Damage Reduction	Aux Effects Reduction
Bleed Pursuer's Greatshield +0	65/0/0/0/0	0/16	-/-/-/-/-	97.7/47.7/77.7/37.7/57.7	62.7/83.3/62.7/62.7
Bleed Pursuer's Greatshield +1	85/0/0/0/0	0/20	-/-/-/-/-	97.7/49/78.2/39.2/58.7	63.6/83.7/63.6/63.6
Bleed Pursuer's Greatshield +2	104/0/0/0/0	0/25	-/-/-/-/-	97.8/50.3/78.8/40.8/59.8	64.5/84.1/64.5/64.5
Bleed Pursuer's Greatshield +3	124/0/0/0/0	0/30	-/-/-/-/-	97.8/51.6/79.3/42.3/60.8	65.5/84.5/65.5/65.5
Bleed Pursuer's Greatshield +4	144/0/0/0/0	0/35	-/-/-/-/-	97.9/52.9/79.9/43.9/61.9	66.4/85/66.4/66.4
Bleed Pursuer's Greatshield +5	163/0/0/0/0	0/40	-/-/-/-/-	97.9/54.2/80.4/45.4/62.9	67.3/85.4/67.3/67.3

# Key

<b>Damage:</b>	<p>The Damage stat dictates how much damage the shield does when used for bashing. The Damage stats for a shield are A / B / C / D / E:</p> <ul style="list-style-type: none"><li>• A is Physical Damage</li><li>• B is Magical Damage</li><li>• C is Fire Damage</li><li>• D is Lightning Damage</li><li>• E is Dark Damage</li></ul> <p>Most shields deal Strike damage, with a few exceptions. Certain enemies are weak or strong against different damage types.</p>
<b>Counter Strength:</b>	<p>Damage multiplier when hitting an enemy that is performing an action such as attacking. Value of 100 means no extra damage.</p>
<b>Poise Damage:</b>	<p>The ability of the shield to break the poise of an enemy.</p>
<b>Durability:</b>	<p>The durability of the shield. The shield will break when durability reaches 0.</p>
<b>Weight:</b>	<p>The weight of the shield. Note that carrying over 70% of your Equip Weight will reduce the speed of your rolls, while going over 100% will reduce your regular speed to walking and attempts to roll or backstep will leave you momentarily stunned.</p>

<b>Stats Needed:</b>	<p>Determines how high various Stats must be in order to wield the shield effectively.</p> <p>The requirement stats for shields are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is the Strength required</li> <li>• B is the Dexterity required</li> <li>• C is the Intelligence required</li> <li>• D is the Faith required</li> </ul> <p>While it is possible to use a shield with lower-than-required Strength, your character will suffer a severe penalty to damage reduction.</p>
<b>Aux Effect:</b>	<p>The Aux Effect stat dictates how effective the shield will be at causing the effect. The Aux Effect stats for a shield are A / B:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> </ul>
<b>Aux Effect Reduction:</b>	<p>The Aux Effect Reduction % of the shield. It dictates how much effect the shield mitigates while blocking.</p> <p>The Aux Effect Reduction % stats for a shield are A / B / C / D:</p> <ul style="list-style-type: none"> <li>• A is Poison Effect</li> <li>• B is Bleed Effect</li> <li>• C is Petrify Effect</li> <li>• D is Curse Effect</li> </ul>
<b>Damage Reduction:</b>	<p>The Damage Reduction % of the shield. It dictates how much damage the shield mitigates while blocking.</p> <p>The Damage Reduction % stats for a shield are A / B / C / D / E:</p> <ul style="list-style-type: none"> <li>• A is Physical Damage</li> <li>• B is Magical Damage</li> <li>• C is Fire Damage</li> <li>• D is Lightning Damage</li> <li>• E is Dark Damage</li> </ul>
<b>Stability:</b>	<p>Determines the amount of stamina expended to block an incoming attack. A higher stability also allows you to block stronger attacks without breaking guard and reduces the amount of stamina depleted from blocking attacks.</p>

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